

FIRST LEGO® League Toledo Regional in 2009

Team Information Packet



Congratulations on competing in Toledo's 8th FLL Regional!
Please read the information below carefully. Spectators and cheering sections are always welcome and all venues at TTA are handicapped accessible!

Date: December 5, 2009

Location: DeVilbiss High School Complex
Toledo Technology Academy
3301 Upton Ave.
Toledo, Ohio 43613
419-479-3161

<http://www.toledotechnologyacademy.org/>

Maps and directions:

A detailed street map of Toledo, Ohio, showing the route to the Toledo Technology Academy (TTA) entrance. The map highlights the path from I-75 and US 23, passing through Central Avenue and Upton Avenue, to the TTA entrance on the north end of the Devilbiss Building. Key landmarks like Woodlawn Cemetery and Jermain Park are also visible. A scale bar indicates 300m and 900ft.

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From I-75

- Take I-475 west
- Exit Jackman RD- exit number 19- toward Central Avenue
- Turn right onto Jackman Road
- At light turn right on West Central Avenue
- At light turn right on Upton Avenue and proceed North
- TTA entrance is on north end of Devilbiss Building – enter from North driveway

From US 23

- Take I-475 East
- Exit at Central Ave. Exit 19
- Turn left on Central Avenue and proceed east
- Turn Left on Upton Avenue and proceed North
- TTA entrance is on north end of Devilbiss Building – enter from North driveway

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Basic Schedule for December 5, 2009

7:00 AM	Registration Begins/Practice Tables Open/Concessions Open
8:30 AM	Coaches Meeting (Competition Tables)
9:00 AM	Judging Begins
10:00 AM	Opening Ceremonies
10:45 AM	Table Competitions Begin
3:15 PM	Closing Ceremonies

Parking Instructions

Participants and Spectators may park in the parking lots on the south side of the school property. Please follow the signs.

Rules

The list of rules and procedures for this year's competitions are provided for you in Attachment 1. They are the same as any other Ohio competition. Please go over them with your students and make sure they understand the procedures to follow while competing.

Lunch

There will be no set lunch break during this competition. Teams may eat lunch during any break in their schedule taking into consideration there will be call backs on the top presentations in the PM.

Eating is permitted in the Pit Area. Teams may purchase breakfast or lunch a la carte (Hot dogs, pizza, chips, etc.) at the concessions. The concessions will be open all day.

Registration

Registration will begin at 7:00. Teams will be given a schedule for competitions and presentations based on their assigned FLL number.

Competition medallions will be provided at the time of registration for all team members and two coaches. In addition, two adult badges will be provided for teachers, coaches and mentors for each team. The badges allow entry into the Pit and Judging areas, and onto the Competition floor. Badges must be worn at all times!

Spectators

Spectators are welcome and encouraged. There will be seating and a large screen video screen to enable them to watch the playing fields. Family members will not be permitted in the Pit area without a pit pass. Spectators may eat in the competition viewing area.

Pit Area Necessities

You will have a table and an electrical outlet in the pit area to use as a base of operations. You must bring your own computer. There will be technical-savvy people on-hand to assist you.

You will have access to practice competition tables in this area – do not bring your own mat and field set-up to the competition unless your tournament coordinator requests this support.

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It is advisable to bring a box in which to carry your robot onto the competition floor. Many times robots will fall apart as they are being carried to the playing field. If you drop your robot on the way to the playing field, your round will not be rescheduled.

Teams are responsible for protecting their robot during programming. If appropriate a team can use a box to block stray IR signals when you download programs to your robot! IR signals can and do bounce all over the room and we want to make sure that your program does not end up on someone else's robot!

You may bring a banner or some other means of identification for your team to hang up in front of your table and/or carry out onto the competition floor.

There will be Pit Area guards to make sure that only team members with competition medallions and adults with badges are allowed to enter. They are not, however, responsible for lost or stolen items. Never leave expensive equipment unattended!

Cameras

Cameras, video and still, are permitted.

Judging

Only student team members will be allowed into the judging rooms. Teachers, coaches and family members will be asked to wait outside. If you choose to use a PowerPoint presentation, you will have to use your own computer. You will also need your own projector if you want to enlarge the presentation. Judging scheduling is tight. You must be on time for your judging session or forfeit the session. If there is a delay in times due to delays in round times, the changes will be posted and an announcement made that there is a time change. The only excuse for missing a judging session is if you are still on the competition floor for a round.

Robot Design Judging

In the Robot Design Judging area, your team will find a mat and field set. The team can use the mat for explanation and/or demonstration purposes. During this presentation, your team will spend 10 minutes with the judges. The team should be prepared to tell the judges what each team member did. Note cards are encouraged. This is a free-flowing format. Expect the judges to ask questions during your presentation. They may ask you to write a quick program. They may ask you to run your robot through one of the table missions. They want to find out what you have learned about building and programming your robot. You must bring your robot, its manipulators and a diagram (not necessarily a printout) of your programming to the Robot Design Judging session!

Project Presentation

Your team will spend ten (10) minutes with the judges. Your team will have five (5) minutes to deliver your project presentation to the judges – this includes set-up time; the last five (5) minutes are reserved for the judges to ask questions. This presentation should be rehearsed and polished. The judges will wait until your presentation is over to ask questions. Please stick to the five (5) minute time limit! Props and costumes are permitted, and judges will look for creativity in the presentation style.

Teamwork Presentation

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Your team will spend ten (10) minutes with the judges. During the first five (5) minutes, your team will be given a surprise teamwork activity to complete in front of the judges. The judges will be looking for evidence of your team dynamics: How well does your team communicate? Do they respect each other? Do they incorporate each other's ideas into the solution? Does your team have leaders? Do they incorporate elements of gracious professionalism in the way they communicate with each other? Are they able to solve the problem and complete the task?

During the last five (5) minutes, the judges will ask the team questions about their teamwork throughout the season. **The team does NOT need to prepare a presentation for this session!** The team should, however, have a good understanding of FLL Core Values, Gracious Professionalism and basic good teamwork principles. **For teamwork and all judged areas, reference the 2009 Rubrics in your Coaches' Handbook.**

The Judges

Please advise your team members that the judges are here to help, not criticize. This is their chance to shine and show others what they know! The judges will be asking questions and really want to hear what the team members have to say. They want you to impress them! They want the teams to do well! Do not be afraid of them! Just talk to them. And have fun!

Pre-Competition Paperwork:

We will need a completed FLL Consent Form for all students on your team. Please bring a copy of all of them to the competition. We will collect them. Use the originals to make copies for the next competition. Each team member must have a signed form before he or she can compete. Parent/guardian signature is required for all minors.

NOTE: Your team members WILL be photographed!!

(Please refer to the FLL Consent form).

If a parent prefers that a child not be photographed, he/she must either tell the child to step out of camera range when a picture is being taken or he/she can choose not to bring the child to the competition.

By signing the FLL form and participating in the competition, you accept the fact that your child will be photographed!

Dress

Dress for all teams is casual. We want everyone to have fun and be comfortable.

If your team would like to adopt a theme (team shirts) that is fine, too.

The theme for the entire day should be **ENJOY YOURSELF!**

Competition Day Checklist

- Fresh Batteries/Spare batteries

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- Computer
- Box to carry robot to the competition floor
- Box to download programs (RCX); USB cable for NXT downloads
- FLL Hold-Harmless/Photo release forms (For each coach, mentor and team member)
- Team Information Sheet (4 copies)
- Project Presentation Materials
- Graphics demonstrating programming strategy for Technical Presentation
- You can find links to all of the tournament forms on the Toledo Regional tournament page at
http://edoutreach.wpafb.af.mil/Robotics/media/09_fliers/competitions_toledo.html

Team Size

Remember, the maximum number of children on your team is 10! All members should be between the ages of 9 and 14 (must have been no older than 14 years old as of January 1, 2009). Each team should try to have at least three team members present at the competition.

Coaches' Meeting

There will be a Coaches' Meeting held during team registration. Make sure you have an adult on hand who can get your team registered, as at least one coach from each team will be required to attend this meeting. At this time, the schedule and event procedures will be discussed, and you will have the opportunity to ask questions of the Lead Referee and the Judge Advisor.

CANCELATION/INCLEMENT WEATHER POLICY

The FLL Toledo Regional Tournament will only be canceled or delayed due to causes and conditions beyond the tournament organizers' control, including, but not limited to, Acts of God, government restrictions, wars, insurrections and/or any other cause beyond the tournament organizers' control. In the event of inclement weather, the tournament will only be canceled if Lucas County is under a Level 3 Snow Emergency. Please refer to local news and radio for current county advisories. The Toledo Technology Academy website will be the official source of the tournament status - <http://www.toledotechnologyacademy.org>. If the event must be canceled, it will not be rescheduled.

Awards

The following awards will be given:

- Champion's Award
- Robot Performance Award
- Teamwork Award
- Creative Presentation Award (Project Category)
- Innovative Solution Award (Project Category)
- Research Quality Award (Project Category)
- Quality Design Award
- Innovative Design Award
- Programming Award
- Judges' Award (3 Awards in this Area)
- Toledo FLL Ambassador Award

<p>For questions, contact: Eileen Kerner Partners in Education 419.242.2122 ekerner@partnerstoledo.org</p>

Invitations to the FLL Ohio State Championship, which will be held at the Ervin J. Nutter Center in Dayton on February 6 & 7, 2009: 4 Teams

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FLL Ohio State Championship advancement is based on Champion's Award Criteria.

FIRST® LEGO® League Ohio Ambassador Program

The FLL Ohio Ambassador program is designed to recognize teams that demonstrate exceptional FLL Core Values. Each regional qualifying tournament will award an Ohio Regional FLL Ambassador. To be considered for this award at your regional tournament, you must:

- Submit a completed Ohio FLL Ambassador application.
- Combined essay responses in the application should not exceed 500 words.
- Application must be submitted to Eileen Kerner at ekerner@partnerstoledo.org no later than Friday, November 27.
- Judges at the regional tournament will review the applications and do a brief team interview that can be either formal (private judging room; scheduled session) or informal (in the pits; when judges and team members can find time.)
- Ohio Regional FLL Ambassador will be presented with an award plaque during the tournament's award presentations.

For complete details on this exciting opportunity and to fill out the application form, please visit the Ohio FIRST® LEGO® League website Ambassador Program page at http://edoutreach.wpafb.af.mil/Robotics/pages/teaminfo_amb_program.html

Gracious Professional Pins

During the event, our volunteers will be on the lookout for team members who demonstrate random gracious acts. Team members may be rewarded for gracious behavior with a Gracious Professional pin. Please remember that gracious behavior is a reward in and of itself, and we should never expect to get a reward for doing the right thing. These random recognitions are our way of encouraging team members to be thoughtful, kind and helpful to others.

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Attachment 1

Competition Rules and Procedures

Please go over these rules and procedures with your team and make sure they understand them. It is highly suggested that your team practice entering and exiting the competition floor and setting up the robot in the time allowed! It is also suggested that team members know what job they are responsible for when on the competition floor!

MATERIALS: At the competition table, the robot, its attachments, and all strategic objects must be made entirely of LEGO® elements in original factory condition (except LEGO® string and tubing may be cut to length). At the competition table, the total package of robot, attachments, and strategic objects when viewed all at once must conform to the following quantity limits on electrical parts, no matter what the team intends to use at any one time:

RCX:

- (1) RCX controller**
- (2) Touch Sensors**
- (2) Light Sensors**
- (1) Lamp**
- (3) Motors**
- (3) Rotation Sensors**
- (1) 3rd Touch Sensor OR 3rd Light Sensor**
- (6) AA Batteries**

NXT:

- (1) NXT controller**
- (2) Touch Sensors**
- (2) Light Sensors**
- (1) Lamp**
- (3) Motors**
- (3) Rotation Sensors (3 minus the number of NXT motors present)**
- (1) Ultrasonic Sensor**
- (6) AA Batteries OR**
- (1) Rechargeable Battery**

LEGO® wires and converter cables are allowed as needed. Spare/alternate electrical parts are allowed in the pit area. Objects functioning as remote controls are not allowed anywhere. There are no restrictions on the quantity or source of non-electric LEGO® pieces. Stickers, paint, tape, glue, oil, etc. are not allowed, except marker may be used for owner identification in hidden areas only. To participate in a match, a team must follow this rule.

Staging:

- Teams will be called for first round competition play in the order in which they arrived to the registration desk.
- Each team will have a large table with electricity in the pit area to plug in computers, work on their robot and space for any displays that they bring.
- Tables in the pit area will have a placard with the team number. The placard identifies the team and helps the judges find and recognize them.
- Teams must be in the bullpen at least 5 minutes before their scheduled round begins. Teams who are not on time will forfeit the round.
- Note that traffic is one way from the pit area to the bullpen and the bullpen to the pit area. Make sure your teams obey the one way rules.

- Only TWO team members are allowed to be directly on the playing field while the robot is running. Other team members must stand behind the line to cheer the team.
- Substitutions can be made at any time, but at no time can there be more than two robot handlers on the playing field.
- After the match is over, teams will go over the score sheet with the referee so that both parties agree with the scoring. They will then exit the competition floor and wait off to the side to see their scores.
- After the scores are displayed, the scorekeeper will return the score sheet to the coach/teacher or a designated representative from your team. You must have a score sheet to present to the referee during each robot round.

Tournament Play

- Teams will play three rounds to determine the placing in the final scores. Your score will be the BEST of the three rounds. Ties will be broken by comparing the next best round scores.
- Teams must hand their score sheet to the referee when they enter the competition floor. Teams will retrieve their score sheet from the scorekeepers after the score is posted. Your team will have a score sheet for each round of play.
- Each team will have a total of 5 minutes to spend on the competition floor. Within that 5 minutes, you must complete a 2.5 minute round. The extra time is used for set-up and positioning the robot. The round will begin either when both teams are ready or at 2 minutes into the 5 minute block, whichever comes first.
- Your team must exit the competition floor promptly at the end of the 5 minutes. The playing field is scored at the end of the round by the referees. All referees' decisions are final.
- Remote control use to change robot programs is not permitted. In fact, remote controls are not allowed anywhere! Your team could be disqualified if you are found with a remote control!
- Teams may ask referees to remove any object on the playing field that was not there when the round began unless doing so will effect scoring.

Lost Firmware

In the past, lost firmware was often blamed on the use of infrared focus in automatic cameras. After much investigation, we have determined that although firmware can be lost it is not due to the use of cameras.

In Ohio, we do make the following recommendations for your RCX robot to help you minimize the likelihood of losing programs or firmware:

1. Don't run down the batteries.
2. Always turn off the power when you are not running a program.
3. Protect the IR receiver when running your robot in the pit area. (Other teams may be programming and this could cause some problems).
4. Be careful when handling your robot.